

FIG. 2

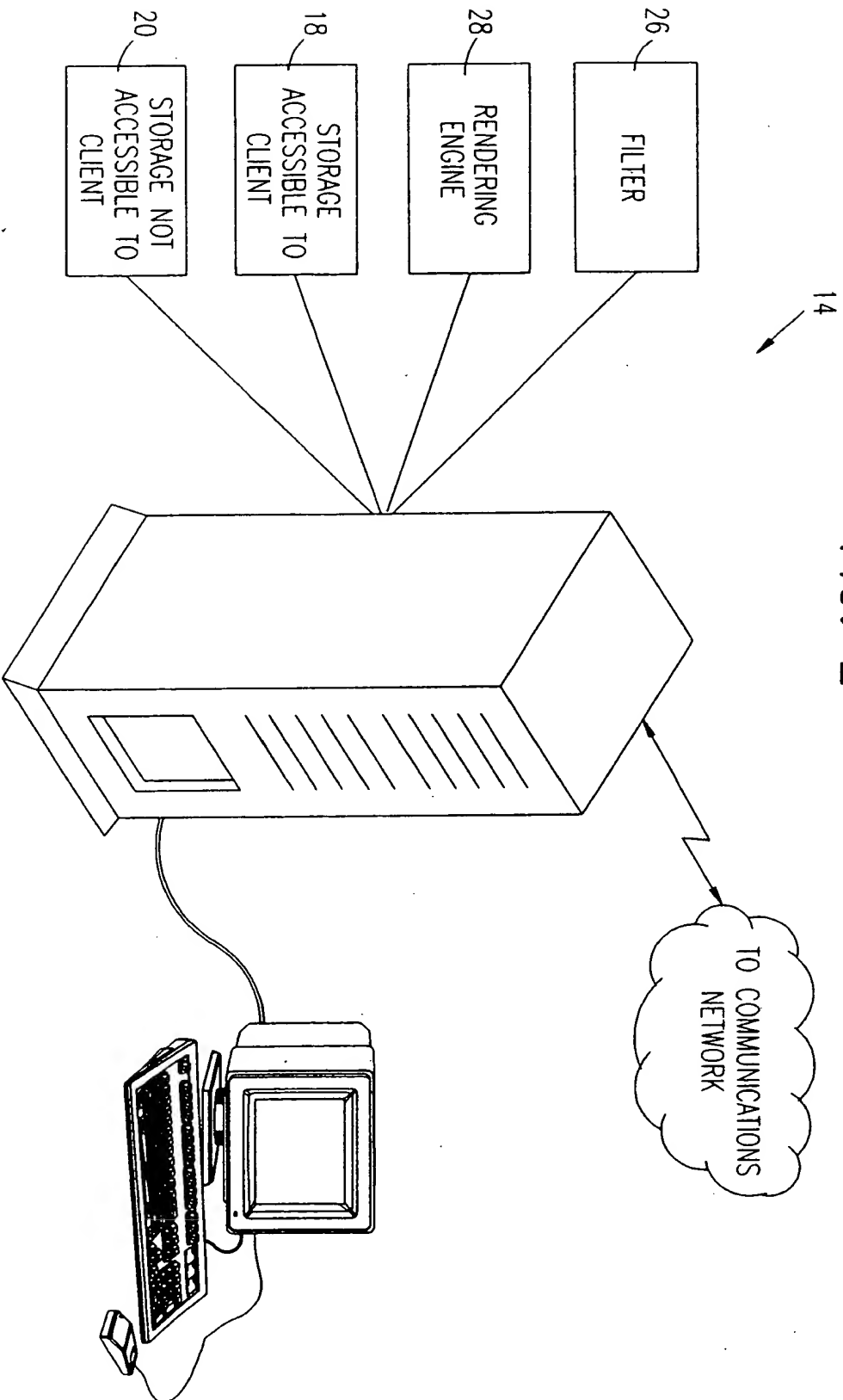


FIG. 3

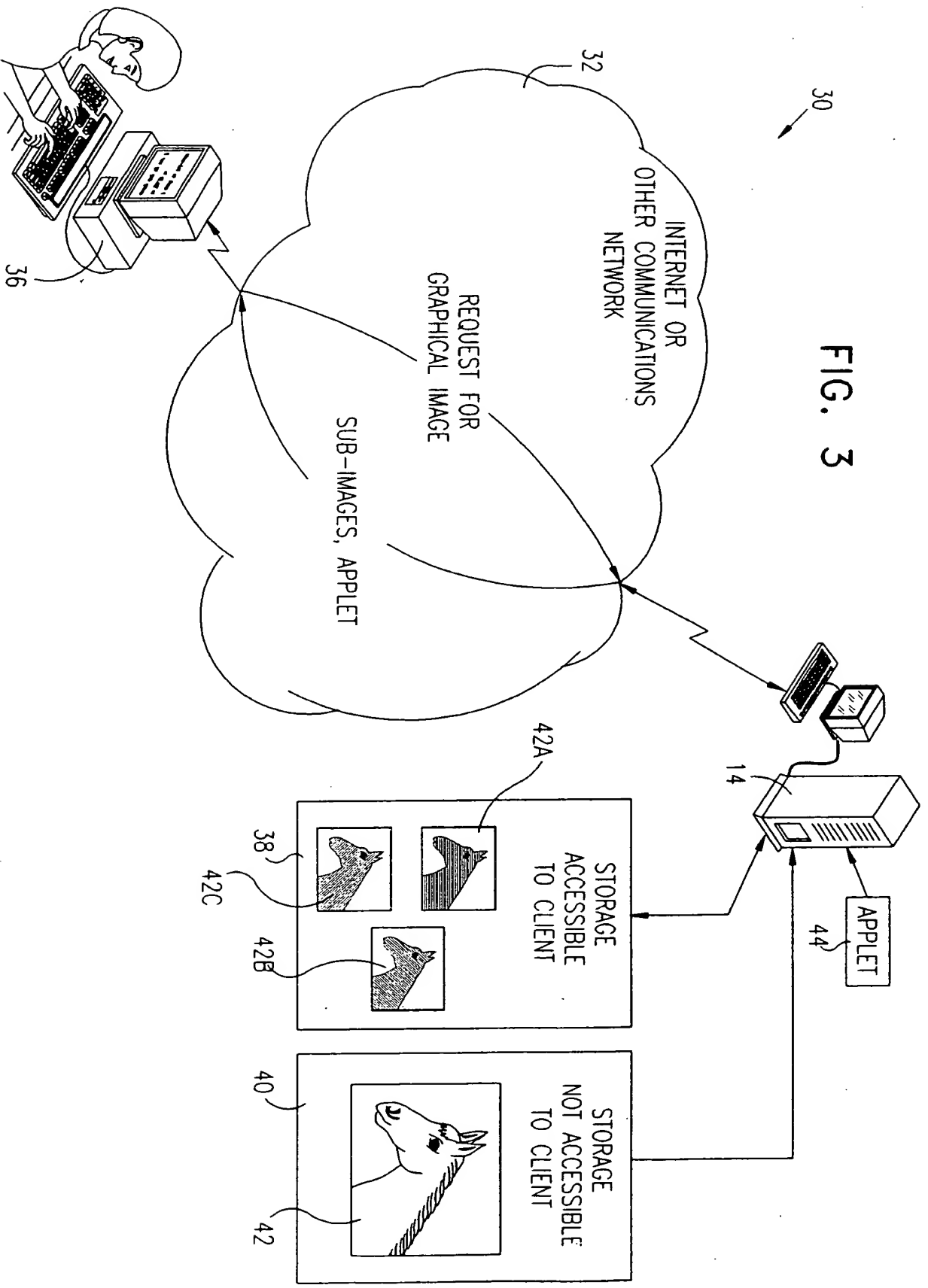
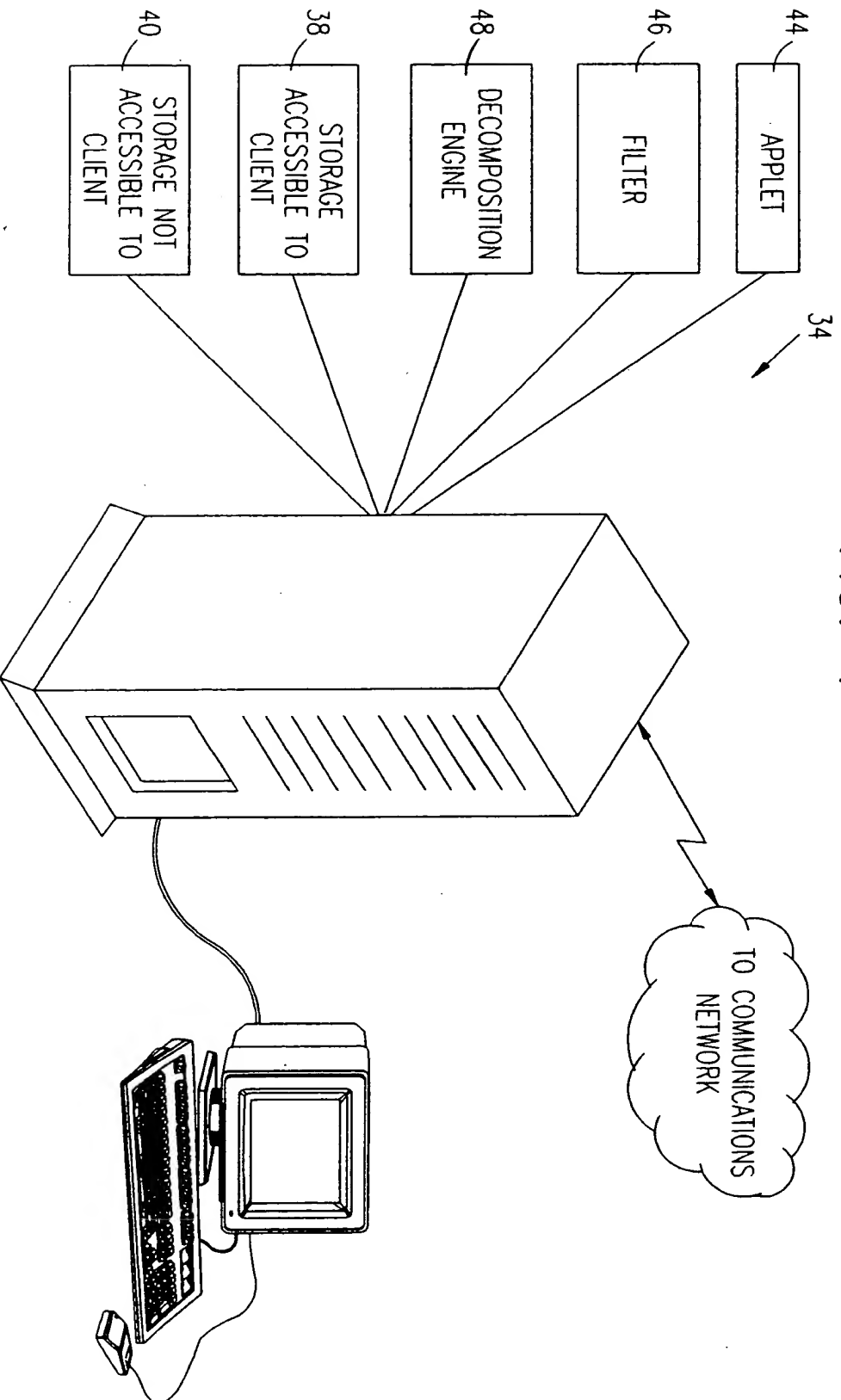


FIG. 3 is a block diagram of a system architecture for image delivery. A client computer (36) with a user is connected to a network (32) labeled "INTERNET OR OTHER COMMUNICATIONS NETWORK". The network sends a "REQUEST FOR GRAPHICAL IMAGE" to a server (14). The server contains an "APPLET" (44) and is connected to two storage units. The first unit, labeled "STORAGE ACCESSIBLE TO CLIENT" (42A), contains three sub-images (38, 42B, 42C) of a horse head. The second unit, labeled "STORAGE NOT ACCESSIBLE TO CLIENT" (40), contains a full image (42) of a horse head. Arrows indicate the flow of data from the network to the server and from the accessible storage to the network.



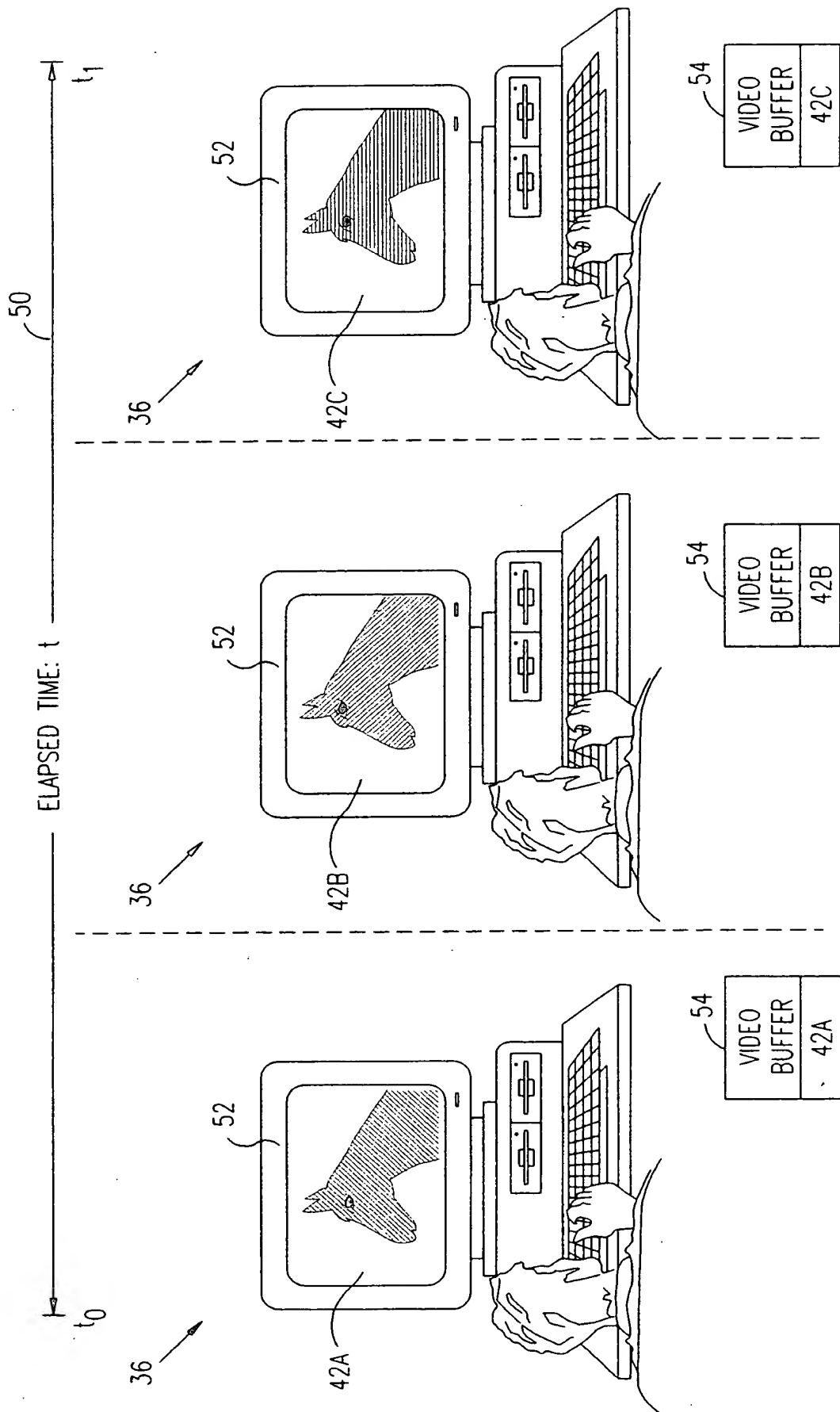
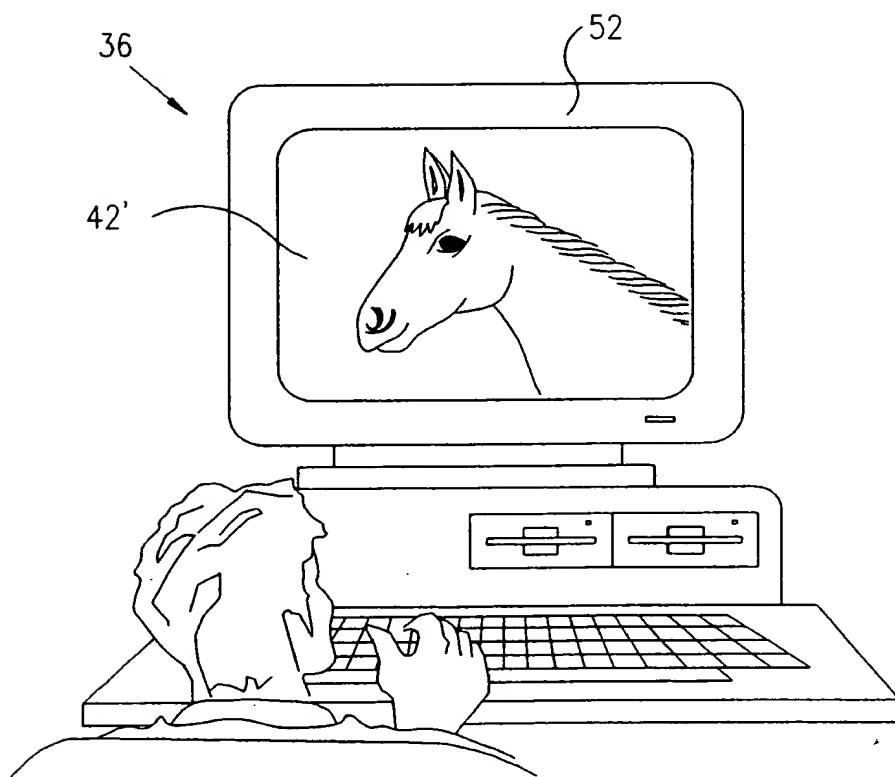
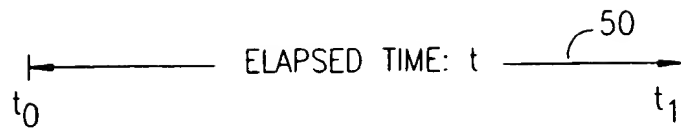


FIG. 5B



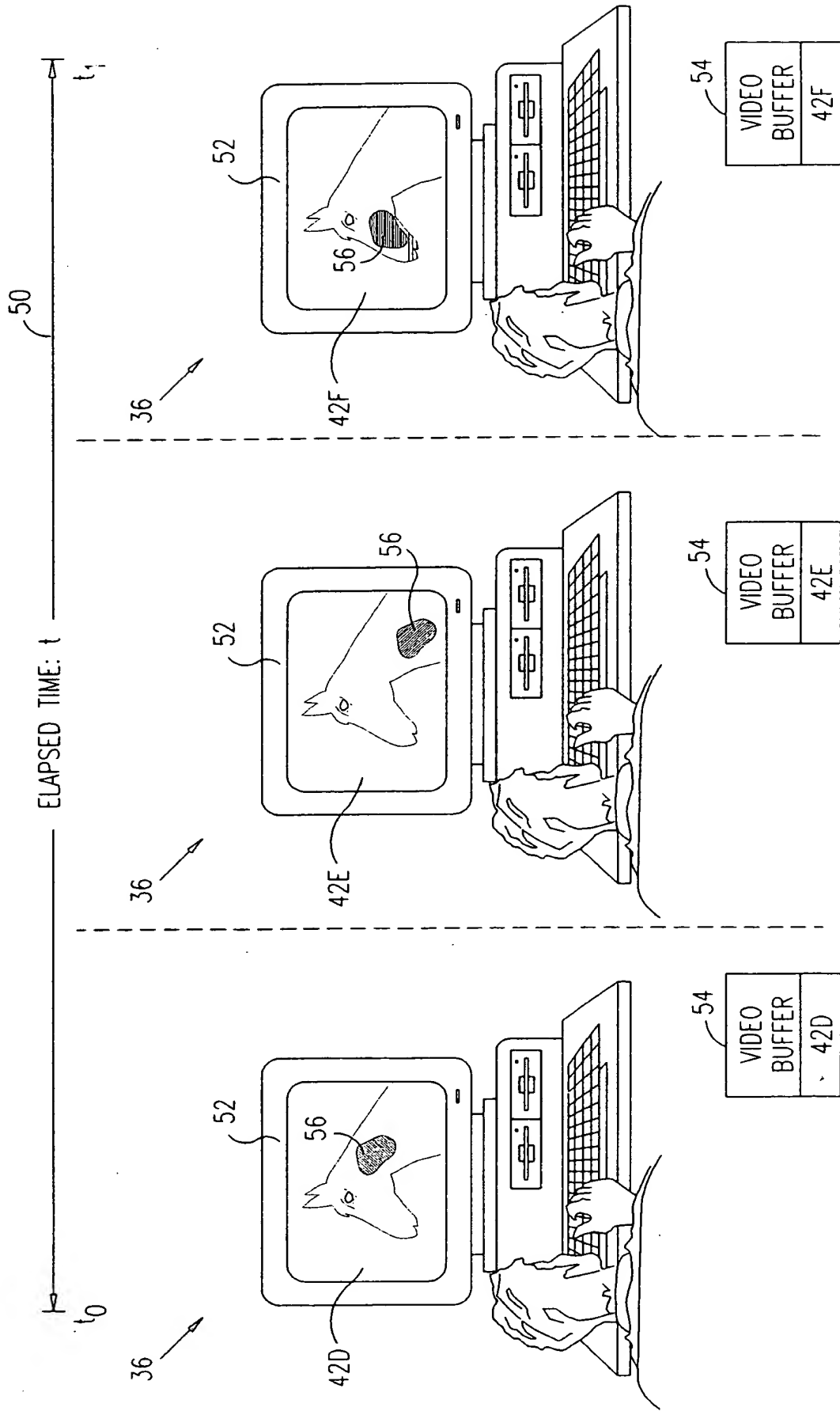


FIG. 5C

FIG. 6

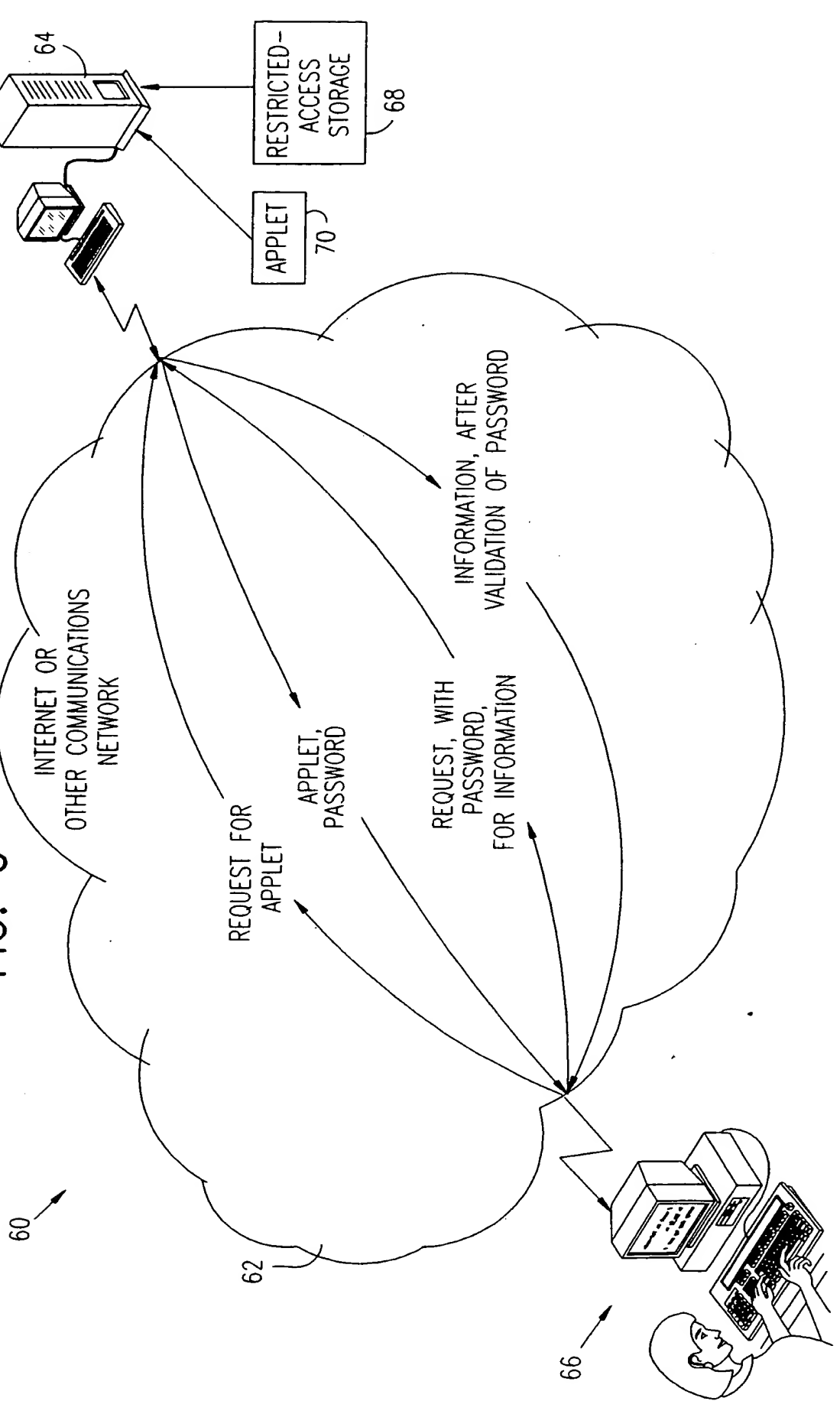




FIG. 7

